

## 80 Social Media Scavenger Hunt to Bolster Resident Involvement at an Academic Conference

*Fix M, Mallin MP, Stroud S/University of Utah, Salt Lake City, UT*

**Introduction/Background:** Current EM residents are accustomed to using smartphone and social media applications for educational needs. Residency programs must adapt to provide educational tools that match resident learning methods. We piloted this during the ACEP Scientific Assembly by having residents participate in a smartphone Scavenger Hunt.

**Educational Objectives:** Our objectives were to 1. Pilot the use of the application “Scavenger Hunt with Friends” in an educational setting and 2. Evaluate resident comfort with, satisfaction with, and perceptions of this app as an educational adjunct.

**Curricular Design:** Eight PGY3 residents participated in the scavenger hunt during 3 days at the ACEP Scientific Assembly in October 2013. Residents were assigned 15 tasks to complete by uploading photos through the app. Tasks ranged from photos of “the most important person you networked with” to “the most practice changing abstract.” All residents participated and one month later completed a survey about their experience.

**Impact/Effectiveness:** All residents completed the survey. Most residents found the app easy to use (75%). Although a majority felt they did not attend more sessions (62.5%) or learn more (62.5%) at the conference secondary to the tasks, a majority also felt that the activity was an effective educational adjunct (62.5%) and would like to participate again (62.5%). Residents were more motivated to participate based on the awarding of a prize (62.5%). On a scale of 1-10 (educational to social) the activity was rated as more social with a mean score of 6.38 (95% CI 4.59-8.16).

**Conclusion:** When used as an educational adjunct at an ACEP conference, a smartphone scavenger hunt app was found easy to use by residents. Despite mixed reviews on its educational value, most would use it again. The majority found this activity more social and less educational. Further research should explore the potential of such activities to supplement traditional educational methods.